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1 PreSense: interaction techniques for finger sensing input devices   ◼
Jun Rekimoto, Takaaki Ishizawa, Carsten Schwesig, Haruo Oba
November 2003 **Proceedings of the 16th annual ACM symposium on User interface software and technology**

Full text available: 📄 pdf(2.38 MB)   Additional Information: full citation, abstract, references, index terms

Although graphical user interfaces started as imitations of the physical world, many interaction techniques have since been invented that are not available in the real world. This paper focuses on one of these "previewing", and how a sensory enhanced input device called "PreSense Keypad" can provide a preview for users before they actually execute the commands. Preview important in the real world because it is often not possible to undo an action. This previewable feature helps users to see what ...

Keywords: gesture sensing, input devices, previewable user interfaces

2 User interface patterns for hypermedia applications   ◼
Gustavo Rossi, Daniel Schwabe, Fernando Lyardet
May 2000 **Proceedings of the working conference on Advanced visual interfaces**

Full text available: 📄 pdf(1.13 MB)   Additional Information: full citation, abstract, references, citings, index terms

Designing high quality visual interfaces for hypermedia applications is difficult; it involves organizing different kinds of interface objects (for example those triggering navigation), prevent lhe user from cognitive overhead, etc. Unfortunately, interface design methods do not capture design decisions or rationale, so it is hard to record and convey interface design expertise. In this paper, we introduce interface patterns for hypermedia applications as a concept for reusing in ...

Keywords: design patterns, hypermedia applications, interface patterns

3 New paradigms in information visualization (poster session)   ◼
Peter Au, Matthew Carey, Shalini Sewraz, Yike Guo, Stefan M. Rüger
July 2000 **Proceedings of the 23rd annual international ACM SIGIR conference on Research and development in information retrieval**

Full text available: 📄 pdf(425.56 KB)   Additional Information: full citation, abstract, references, citings, index terms

We present three new visualization front-ends that aid navigation through the set of documents returned by a search engine (hit documents). We cluster the hit documents to visually group these documents and label the groups with related words. The different front-ends cater for different user needs, but all can browse cluster information as well as

drilling up or down in one or more clusters and refining the search using one or more of the suggested related keywords.

4 Late breaking result papers: Augmenting icons for deaf computer users
Helen Petrie, Wendy Fisher, Kurt Weimann, Gerhard Weber
April 2004 **Extended abstracts of the 2004 conference on Human factors and computing systems**
Full text available: pdf(231.50 KB)   Additional Information: full citation, abstract, references, index terms

Tooltips (TTs) can be used to make icons more understandable to users. However, text-based tooltips will not assist users with print disabilities. Four types of TTs to assist deaf and hearing impaired users were implemented: Sign Language, Picture (an enlarged icon and text explanation of the function), Human Mouth and Digital Lips (the last two to assist in lip reading). An evaluation of 16 TTs of each type with 15 deaf users found that the Sign Language and Picture TTs were very positively rat ...

Keywords: adaptation, deafness, time design, tooltips

5 INSYDER — an information assistant for business intelligence
Harald Reiterer, Gabriela Mußler, Thomas M. Mann, Siegfried Handschuh
July 2000 **Proceedings of the 23rd annual international ACM SIGIR conference on Research and development in information retrieval**
Full text available: pdf(1.03 MB)   Additional Information: full citation, abstract, references, citings, index terms

The WWW is the most important resource for external business information. This paper presents a tool called INSYDER, an information assistant for finding and analysis business information from the WWW. INSYDER is a system using different agents for crawling the Web, evaluating and visualising the results. These agents, the used visualisations, and a first summary of user studies are presented.

Keywords: (semi) automated search assistants, UIs&slash;visualization organizing and displaying retieval, results, user studies

6 Extending to multidimensional interfaces: Designing affordances for the navigation of detail-on-demand hypervideo
Andreas Girgensohn, Lynn Wilcox, Frank Shipman, Sara Bly
May 2004 **Proceedings of the working conference on Advanced visual interfaces**
Full text available: pdf(526.44 KB)   Additional Information: full citation, abstract, references, index terms

We introduced detail-on-demand video as a simple type of hypervideo that allows users to watch short video segments and to follow hyperlinks to see additional detail. Such video lets users quickly access desired information without having to view the entire contents linearly. A challenge for presenting this type of video is to provide users with the appropriate affordances to understand the hypervideo structure and to navigate it effectively. Another challenge is to give authors tools that allow ...

Keywords: hypervideo, iterative design, link navigation, user studies, video keyframes

7 All ways aware: Designing and deploying an information awareness interface
J. J. Cadiz, Gina Venolia, Gavin Jancke, Anoop Gupta
November 2002 **Proceedings of the 2002 ACM conference on Computer supported cooperative work**

Full text available: pdf(701.94 KB)   Additional Information: full citation, abstract, references, citings, index terms

The concept of awareness has received increasing attention over the past several CSCW conferences. Although many awareness interfaces have been designed and studied, most have been limited deployments of research prototypes. In this paper we describe Sideshow, a peripheral awareness interface that was rapidly adopted by thousands of people in our company. Sideshow provides regularly updated peripheral awareness of a broad range of information from virtually any accessible web site or database. W ...

Keywords: awareness, computer mediated communication, information overload, peripheral awareness, situational awareness

8 Spatial Cognition: Learning where to look: location learning in graphical user interfaces
Brian D. Ehret
April 2002 **Proceedings of the SIGCHI conference on Human factors in computing systems: Changing our world, changing ourselves**
Full text available: pdf(469.88 KB)   Additional Information: full citation, abstract, references, index terms

A theoretical account is presented on how locations of interface objects are learned and how the mechanisms underlying location learning interact with the representativeness of object labels. The account is embodied in a computational cognitive model built within the ACT-R/PM cognitive architecture [1, 2] and is supported by point-of-gaze and performance data collected in empirical research. The model interacts with the same software under the same experimental task conditions as study participa ...

Keywords: ACT-R/PM, cognitive modeling, direct manipulation, display-based interaction, location learning

9 Reducing cognitive overhead on the world wide web
Rebecca J Witt, Susan P Tyerman
January 2002 **Australian Computer Science Communications , Proceedings of the twenty-fifth Australasian conference on Computer science - Volume 4,** Volume 24 Issue 1
Full text available: pdf(1.10 MB)   Additional Information: full citation, abstract, references, index terms

HyperScout, a Web application, is an intermediary between a server and a client. It intercepts a page to the client, gathers information on each link, and annotates each link with the discovered information. This paper reports on the development of *HyperScout var UniSA,* a development of the HyperScout model and application, that dramatically extends static and dynamic link annotations. Annotations provide the user with additional information, which they use to make better navigational cho ...

Keywords: cognitive overhead, hypertext, navigation, world wide web

10 Eye gaze patterns differentiate novice and experts in a virtual laparoscopic surgery training environment
Benjamin Law, M. Stella Atkins, A. E. Kirkpatrick, Alan J. Lomax
March 2004 **Proceedings of the Eye tracking research & applications symposium on Eye tracking research & applications**
Full text available: pdf(2.54 MB)   Additional Information: full citation, abstract, references, index terms

Visual information is important in surgeons' manipulative performance especially in laparoscopic surgery where tactual feedback is less than in open surgery. The study of surgeons' eye movements is an innovative way of assessing skill, in that a comparison of the eye movement strategies between expert surgeons and novices may show important differences that could be used in training. We conducted a preliminary study comparing the eye movements of 5 experts and 5 novices performing a one-handed a ...

Keywords: eye tracking, laparoscopic surgery, virtual training environment

11 <u>Structure and Flow: Notification for shared annotation of digital documents</u>   ☐
A. J. Bernheim Brush, David Bargeron, Jonathan Grudin, Anoop Gupta
April 2002 **Proceedings of the SIGCHI conference on Human factors in computing systems: Changing our world, changing ourselves**

Full text available: ⬛ <u>pdf(554.19 KB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Notification and shared annotations go hand-in-hand. Notification of activity in a shared document system is known to support awareness and improve asynchronous collaboration, but few studies have examined user needs and explored design tradeoffs. We examined large-scale use of notifications in a commercial system and found it lacking. We designed and deployed enhancements to the system, then conducted a field study to gauge their effect. We found that providing more information in notification ...

Keywords: annotation, annotation system design, notification

12 <u>Textual bloopers: an excerpt from GUI bloopers</u>   ☐
Jeff Johnson
September 2000 **interactions**, Volume 7 Issue 5

Full text available: ⬛ <u>pdf(734.19 KB)</u>   Additional Information: <u>full citation</u>, <u>index terms</u>

13 <u>Papers: novel 2D interaction: Side views: persistent, on-demand previews for open-ended tasks</u>   ☐
Michael Terry, Elizabeth D. Mynatt
October 2002 **Proceedings of the 15th annual ACM symposium on User interface software and technology**

Full text available: ⬛ <u>pdf(479.12 KB)</u>
⊘ <u>mov(300.00 bytes)</u> ⬛ <u>wmv (300.00 bytes)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

We introduce Side Views, a user interface mechanism that provides on-demand, persistent, and dynamic previews of commands. Side Views are designed to explicitly support the practices and needs of expert users engaged in openended tasks. In this paper, we summarize results from field studies of expert users that motivated this work, then discuss the design of Side Views in detail. We show how Side Views' design affords their use as tools for clarifying, comparing, and contrasting commands; genera ...

14 <u>Working out usability: Visual representation of hypermedia links according to their types</u>   ☐
Monique Noirhomme-Fraiture, Vincent Serpe
May 1998 **Proceedings of the working conference on Advanced visual interfaces**

Full text available: ⬛ <u>pdf(1.42 MB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>

In this paper, we present the first results of the HyperNavi project which is dedicated to the conception of tools to help users navigating in hypermedia systems and thus fight against the two well-known drawbacks: disorientation and cognitive overhead.To this end, we suggest providing users with useful information about links in the interface of such systems. So, in this paper, we discuss the two following points:1. What information or link types are relevant for users whenever they browse hype ...

Keywords: WWW interface, hypermedia links, link typology, navigation aids, visual representation

15 Hypermedia in the Small: Fluid annotations through open hypermedia: using and extending emerging web standards

Niels Olof Bouvin, Polle T. Zellweger, Kaj Grønbæk, Jock D. Mackinlay

May 2002 **Proceedings of the eleventh international conference on World Wide Web**

Full text available: 📄 pdf(1.24 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

The Fluid Documents project has developed various research prototypes that show that powerful annotation techniques based on animated typographical changes can help readers utilize annotations more effectively. Our recently-developed Fluid Open Hypermedia prototype supports the authoring and browsing of fluid annotations on third-party Web pages. This prototype is an extension of the Arakne Environment, an open hypermedia application that can augment Web pages with externally stored hypermedia s ...

Keywords: RDF, XLink, XPointer, annotations, annotea, fluid documents, web augmentation with open hypermedia

16 A VRML-based user interface for an online digitalized antiquarian collection

Pierre Cubaud, Alexandre Topol

February 2001 **Proceedings of the sixth international conference on 3D Web technology**

Full text available: 📄 pdf(827.29 KB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Keywords: VRML, behaviors, digital library, interaction, navigation

17 QuickTakes (pedagogical sketches): X3D-edit authoring for extensible 3D (X3D) graphics

Don Brutzman

July 2003 **Educators program from the 30th annual conference on Computer graphics and interactive techniques**

Full text available: 📄 pdf(255.04 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>

A primary benefit of the Extensible 3D (X3D) Graphics Specification is the use of the Extensible Markup Language (XML) to encode 3D scenes compatibly with the next-generation Web. XML-based languages provide a wide variety of new capabilities for authoring, processing and validating graphics scenes. *X3D-Edit* is an authoring tool for X3D scenes developed using IBM's *Xeena*, an XML-based tool-building application. Context-sensitive editing prevents creation of incorrect scene-graph st ...

18 Peer-to-peer learning with open-ended writable Web

Jakko Kurhila, Miikka Miettinen, Petri Nokelainen, Patrik Floréen, Henry Tirri

June 2003 **ACM SIGCSE Bulletin , Proceedings of the 8th annual conference on Innovation and technology in computer science education**, Volume 35 Issue 3

Full text available: 📄 pdf(643.20 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

In spite of advances in educational technology, most Web-based computer science courses rely on costly pre-made learning materials. By shifting the emphasis to peer-to-peer learning and other student-centred learning principles, more meaningful learning process can be accomplished, without preparing stand-alone Web-courses. A course applying these principles is presented along with a tool built for the purpose. The tool offers the possibility to build a joint information pool and publish new wor ...

Keywords: collaborative learning, joint annotation, open learning environments

19 SAT based ATPG using fast justification and propagation in the implication graph

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